PHANTOM – TYPE 52 TROOP CARRIER

FLYER – BUILD RATING 5

MOVE	SOAK	REACT	IMPACT
ASF	5	–	–

DAMAGE			
	6	5	5

WEAPONS	RANGE	ARC	AP	AT	AA
Heavy Plasma Cannon	15"/-	FRONT	6	12	8
Point Blank: Gain +1 Firepower Rating shooting at Short Range.					
Plasma Cannons	15"/-	L & R	8	6	4
Point Blank: Gain +1 Firepower Rating shooting at Short Range.					

UNIT LOADOUTS

Dust Off: Leave the table immediately after completing certain Air Support Missions.

AIR SUPPORT MISSIONS

Supply Drop (1VP): This may be placed anywhere on the flyer's Flight Path, allowing friendly Units within 6" to gain the *Active Overwatch* Loadout. The Supply Drop must be represented by a suitable Marker or Token.

Ground Attack (2VP): This may be used to target enemy Units.

Combat Air Patrol (1VP): This may be used to defend against enemy Air Support Missions.

Reinforcement (2VP): This may be used to replenish any Unit (excluding Lances) in the Flyer's Battle Group on the Battlefield. Reinforced Elements must be taken from the player's Scrapyard. (Mission limit: 1 per Game).

Combat Drop (1VP): This may be used to deliver 1 single Unit (excluding Lances) of Build Rating of 5 or less into the Battlefield, taken from a player's Reserves. Once deployed this Unit becomes an Activation in its own right.

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TYPE

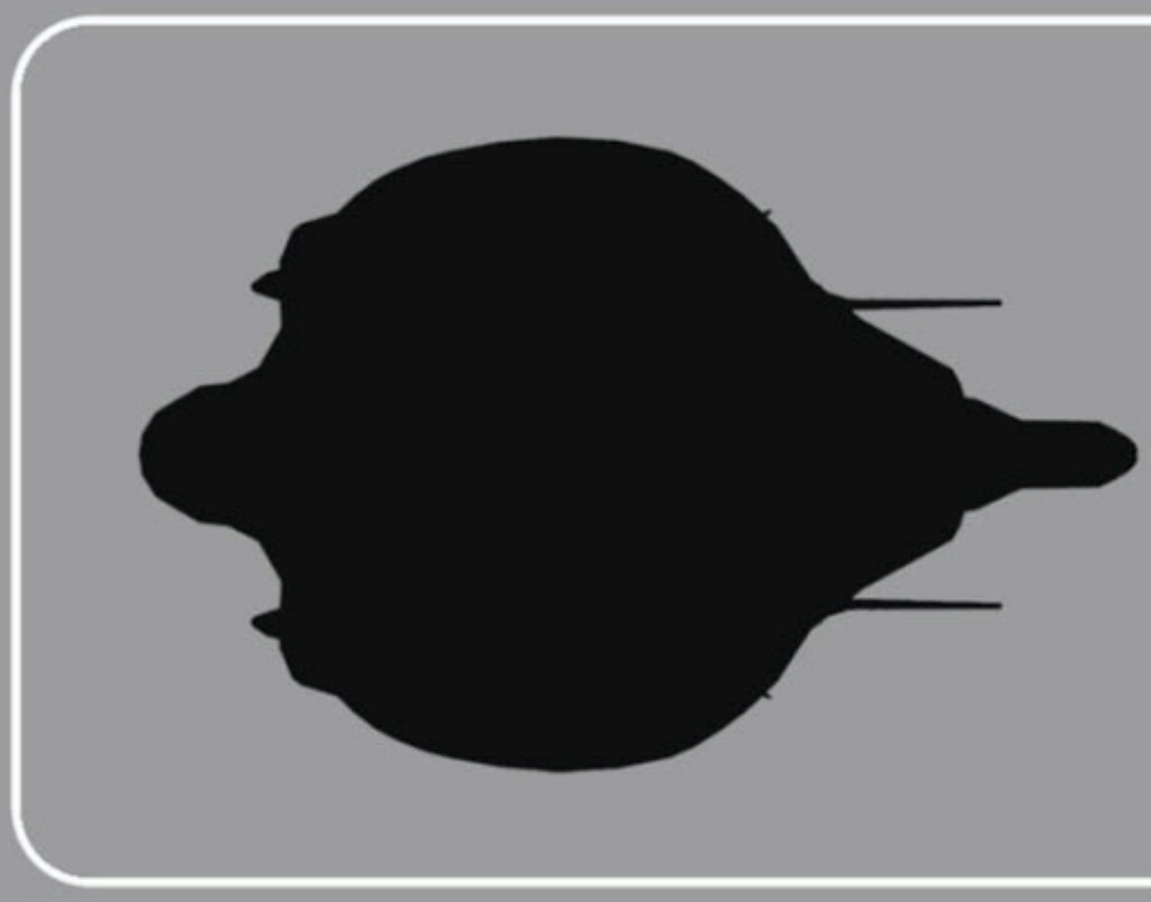
FLYER

ELEMENTS

1

POINTS

250



The Phantom's sleek silhouette and sinuous design is imprinted in the minds of most UNSC military veterans. Agile and heavily armed, the Phantom is a versatile assault dropship used to ferry troops, armoured vehicles, and pre-fabricated fortifications from staging areas and carriers directly to the battlefield. Each Phantom is armed with a heavy plasma cannon turret installed on an armature located beneath the cockpit and two smaller plasma cannon door-guns on the sides.

The Phantom is able to perform a variety of missions, including supply drop, combat deployment, combat air patrol, reinforcement, and ground attack. The gravity slings on the Phantom's belly allow it to grapple and ferry one large vehicle, such as a Wraith, or two smaller vehicles, such as the Ghost.

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